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Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A method comprising:
receiving a first user input on a client device bookmarking a remote destination displayed on the client device;
in response to the first user input, storing a link to the destination and a link to a remote bookmark media object associated with the destination on the client device;
receiving a second user input on the client device requesting a display of a bookmark window;
in response to the second user input, displaying a bookmark window, retrieving the remote associated bookmark media object, including in the displayed bookmark window a bookmark for the destination and the retrieved remote associated bookmark media object, the retrieved remote associated bookmark media object providing a representation of the destination;
receiving a third user input on the client device selecting the remote associated bookmark media object displayed in the bookmark window; and
in response to the third user input, accessing the destination, storing on a client device a set of references to destinations in an external network environment, each destination having an associated bookmark media object located in the external network environment, the associated bookmark media object when presented to a user providing information regarding a state of the destination;
presenting the bookmark media objects to a user for selection; and
accessing the network destination corresponding to the selected bookmark media object.

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2. (Currently Amended) The method of claim 1 further comprising storing on the client device a set of references to the a plurality of bookmark media objects in response to a user input bookmarking each corresponding remote destination.
3. (Previously Presented) The method of claim 1, wherein accessing the network destination comprises retrieving a web page corresponding to the selected bookmark media object.
4. (Previously Presented) The method of claim 1, wherein accessing the network destination comprises retrieving a three-dimensional environment corresponding to the selected bookmark media object.
5. (Currently Amended) The method of claim 1, wherein presenting the bookmark media objects object comprises retrieving the bookmark media objects from one or more hosts.
6. (Currently Amended) The method of claim 1 wherein presenting the bookmark media objects object comprises displaying at least one thumbnail.
7. (Currently Amended) The method of claim 1, wherein presenting the bookmark media objects object comprises displaying a matrix of bookmark media objects.
8. (Original) The method of claim 1 wherein presenting the bookmark media object comprises displaying a stream of video.
9. (Currently Amended) The method of claim 1 wherein displaying the bookmark media objects object comprises outputting audible sounds.
10. (Currently Amended) The method of claim 1 and further including:
determining a status of each the bookmark media object; and
presenting a default bookmark media object when the status indicates the corresponding bookmark media object is not available.
11. (Currently Amended) The method of claim 1, wherein each the bookmark media object represents a current state of the corresponding network destination.

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12. (Currently Amended) The method of claim 1, wherein ~~each~~ the bookmark media object represents an entry point into three-dimensional content defined by the web pages.

13. (Currently Amended) A method comprising:

generating a set of bookmark media objects, each bookmark media object corresponding to a network destination within a computing environment, each bookmark media object providing a representation of the corresponding network destination;

storing the bookmark media objects on one or more servers within the computing environment; and

updating each bookmark media object as a function of a state of the corresponding network destination; and

in response to a request received from the client device, providing one or more bookmark media objects to a remote client device, the client device having a location external to the computing environment.

14. (Previously Presented) The method of claim 13, wherein updating each bookmark media object comprises updating each bookmark media object as a function of a current state of the corresponding network destination.

15. (Previously Presented) The method of claim 13, wherein updating each bookmark media object comprises updating each bookmark media object as a function of the information received from a remote user.

16. (Previously Presented) The method of claim 13, wherein the set of bookmark media objects is generated by a server within the computing environment, and further wherein updating each bookmark media object comprises updating each bookmark media object as a function of host-determined conditions.

17. (Previously Presented) The method of claim 13, wherein updating each bookmark media object comprises updating each bookmark media object when content of the corresponding network destination is changed.

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18. (Previously Presented) The method of claim 13, wherein generating the set of bookmark media objects includes generating a thumbnail for a first bookmark media object in the set.
19. (Previously Presented) The method of claim 13, wherein generating the set of bookmark media objects includes generating a video stream for a first bookmark media object in the set.
20. (Previously Presented) The method of claim 13, wherein generating the set of bookmark media objects includes generating an audio stream for a first bookmark media object in the set.
21. (Original) The method of claim 13 further comprising communicating the bookmark media objects to a client device for display to a user.

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22. (Currently Amended) A computer-readable medium having instructions stored thereon to cause a programmable processor to:

receive a first user input on a client device bookmarking a remote destination displayed on the client device;

in response to the first user input, store a link to the destination and a link to a remote bookmark media object associated with the destination on the client device;

receive a second user input on the client device requesting a display of a bookmark window;

in response to the second user input, display a bookmark window, retrieving the remote associated bookmark media object, including in the displayed bookmark window a bookmark for the destination and the retrieved remote associated bookmark media object, the retrieved remote associated bookmark media object providing a representation of the destination;

receive a third user input on the client device selecting the remote associated bookmark media object displayed in the bookmark window; and

in response to the third user input, access the destination, store on a client device a set of references to destinations in an external network environment, each destination having an associated bookmark media object located in the external network environment, the associated bookmark media object when presented to a user providing information regarding a state of the destination;

~~present the bookmark media objects to a user for selection; and~~

~~access the network destination corresponding to the selected bookmark media object.~~

23. (Currently Amended) The computer-readable medium of claim 22, wherein the instructions cause the programmable processor to store on the client device a set of references to the a plurality of bookmark media objects in response to a user input bookmarking each corresponding remote destination.

24. (Original) The computer-readable medium of claim 22, wherein the instructions cause the programmable processor to retrieve a web page corresponding to the selected bookmark media object.

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25. (Original) The computer-readable medium of claim 22, wherein the instructions cause the programmable processor to retrieve a three-dimensional environment corresponding to the selected bookmark media object.

26. (Currently Amended) The computer-readable medium of claim 22, wherein the instructions cause the programmable processor to present the bookmark media objects object by displaying at least one thumbnail.

27. (Original) The computer-readable medium of claim 22, wherein the instructions cause the programmable processor to present the bookmark media object by displaying a stream of video.

28. (Original) The computer-readable medium of claim 22, wherein the instructions cause the programmable processor to output audible sounds in response to at least one audio signal.

29. (Currently Amended) The computer-readable medium of claim 22, wherein the instructions cause the programmable processor to determine a status of each the bookmark media object; and present a default bookmark media object when the status indicates the corresponding bookmark media object is not available.

30. (Original) The computer-readable medium of claim 22, wherein each bookmark media object represents a current state of the corresponding network destination.

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31. (Currently Amended) A system comprising:

a remote server, the remote server configured to store a set of bookmark media objects object, wherein each the bookmark media object when presented to a user provides information regarding a state of a corresponding destination within a network environment is associated with a destination located on the server;

a client device communicatively coupled to the server and configured to store references to the network destinations, in response to a first user input, store a link to the destination and a link to a remote bookmark media object associated with the destination on the client device; and

a web browser executing in an operating environment provided by the client device, wherein the web browser is configured to:

receive a second user input on the client device requesting display of a bookmark window;

in response to the second user input, display a bookmark window, retrieving the remote associated bookmark media object, including in the displayed bookmark window a bookmark for the destination and the retrieved remote associated bookmark media object, the retrieved remote associated bookmark media object providing a representation of the destination;

receive a third user input on the client device selecting the remote associated bookmark media object displayed in the bookmark window; and

in response to the third user input, access the destination, present the bookmark media objects to a user for selection as a function of the references and to access the network destination corresponding to the selected bookmark media object.

32. (Currently Amended) The system of claim 31, wherein at least one of the bookmark media objects object comprises a thumbnail.

33. (Currently Amended) The system of claim 31, wherein at least one of the bookmark media objects object comprises an audio stream.

34. (Currently Amended) The system of claim 31, wherein at least one of the bookmark media objects object comprises a video stream.

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35. (Currently Amended) The system of claim 31, wherein a client device configured to store references to the bookmark media objects object on the web server.

36. (Currently Amended) The system of claim 31, wherein the web server is configured to update each the bookmark media object as a function of a current state of the corresponding network destination.

37. (Currently Amended) The system of claim 36, wherein the web server is configured to update each the bookmark media object as a function of information received from the web browser.

38. (Currently Amended) The system of claim 36, wherein the web server is configured to update each the bookmark media object when content of the network destination is changed.

39. (Previously Presented) The method of claim 1, wherein the bookmark media object when presented to a user provides a multimedia preview of the corresponding destination.

40. (Currently Amended) A computer program product, tangibly stored on a computer readable medium, comprising instructions operable to cause a programmable processor to:
generate a set of bookmark media objects, each bookmark media object corresponding to a network destination within a computing environment, each bookmark media object providing a representation of the corresponding network destination;

store the bookmark media objects on one or more servers within the computing environment; and

update each bookmark media object as a function of a state of the corresponding network destination; and

in response to a request received from the client device, provide one or more bookmark media objects to a remote client device, the client device having a location external to the computing environment.

41. (Previously Presented) The product of claim 40, wherein instructions to update each bookmark media object comprise instructions to update each bookmark media object as a function of a current state of the corresponding network destination.

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42. (Previously Presented) The product of claim 40, wherein the set of bookmark media objects is generated by a server within the computing environment, and further wherein instructions to update each bookmark media object comprise instructions to update each bookmark media object as a function of host-determined conditions.

43. (Previously Presented) The product of claim 40, wherein instructions to update each bookmark media object comprise instructions to update each bookmark media object when content of the corresponding network destination is changed.

44. (Previously Presented) The product of claim 40, wherein instructions to generate a set of bookmark media objects comprise instructions to generate a thumbnail for a first bookmark media object in the set.

45. (Previously Presented) The product of claim 40, wherein instructions to generate a set of bookmark media objects comprise instructions to generate a video stream for a first bookmark media object in the set.

46. (Previously Presented) The product of claim 40, wherein instructions to generate a set of bookmark media objects comprise instructions to generate an audio stream for a first bookmark media object in the set.